

ISSUE CLASSIFICATION	
Class	Subclass

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PATENT NUMBER

U.S. UTILITY Patent Application

O.I.P.E.

PATENT DATE

SCANNED

Q.A

APPLICATION NO. 09/931863	CONT/PRIOR F	CLASS 463	SUBCLASS 31	ART UNIT 3713	EXAMINER Mendoza
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APPLICANTS

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Shinichiro Niide

TITLE

Game machine, game processing method and information storage medium

PTO-2040
12/89

ISSUING CLASSIFICATION												
ORIGINAL				CROSS REFERENCE(S)								
CLASS		SUBCLASS		CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)							
INTERNATIONAL CLASSIFICATION												

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